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**Pz.Kpfw.I Ausf.A**

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# Step-by-Step Finishing Diorama

**By Glenn Bartolotti**



**Complete Dio Build**

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A complete Step-by-Step guide to Painting and Finishing Armor Models

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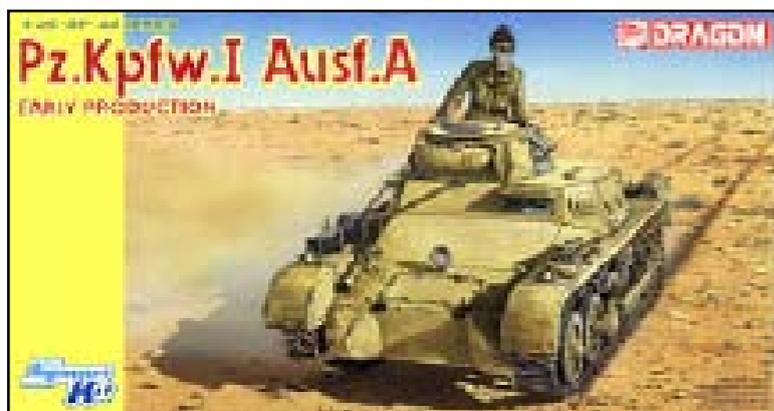


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## Pz.Kpfw.I Ausf.A Early Production

Dragon Kit No. 6289 1:35th Scale

Following the FlakPanzer I (kit #6220), Dragon have now released this kit of the Panzer IA Early Production which as you would assume has a number of parts from the Flakpanzer I kit for the lower hull and suspension with new sprues for the upper hull/ superstructure and the turret parts.

Dimensional the kit measures up very well against 1:35 plans in the Achtung Panzer, Ground Power and Panzer Tracks books except for the idlers which we'll get to shortly but for the purist the kit has a mix of pre-war 2.Series/La.S. and 3.Series/La.S features with a bit of work required to make either type accurately.

The kit is labelled "Early Production" and has the 2.Series/La.S features of the right rear superstructure vision port and no bolted side superstructure reinforcing strips but has the 3.Series/La.S tail light and road wheels. The 2.Series road wheels only had the reinforcing ribs on the first wheel each side with the other three without the ribs while the kit wheels have the ribs on all wheels so these would have to be modified to depict accurately.

Other features of the two fuel filler ports on the engine deck and narrow 60cm glacis access hatch are for both the 2.Series and 3.Series vehicles.

The decal sheet has markings for two wartime 3.Series vehicles but to build either of these accurately you would have to add the bolted side superstructure reinforcing strips, eliminate the right rear side superstructure vision port and also add the armored cowls over the rear air outlets and cover over the engine deck intake as well as adding the smoke candle racks on the rear hull for the Afrika Korps vehicle depicted.

[Review by Terry Ashley](#)



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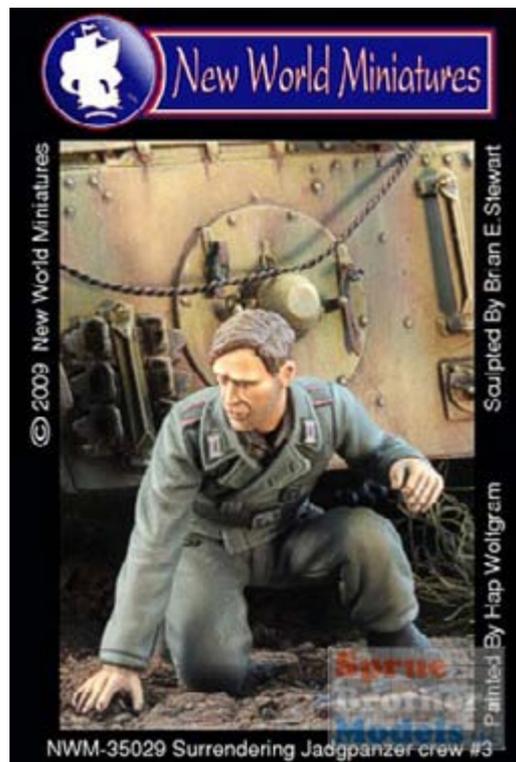
The base is a plastic CD ROM case. It was cut with a slope using a xacto knife. Styrofoam was used as the base for the ground work as it is light and easy to shape with a knife. It is glued in place with white glue. Spackling putty is used to contour the ground and while wet fine sand and gravel collected from outdoors is sprinkled on.

Any other material can be used here like celuclay or 2 part putty..



While the Spackle is still wet the Panzer I and figure are positioned so they sit into the groundwork slightly. The model will look as though it is part of the scene now.





The figure was converted using the New World Miniatures Surrendering Jagdpanzer crew MWM - 35029. It was converted by adding a new left arm and hand from other figures I had. The stick grenade is from Tamiya. I trimmed the top of the figures head so the helmet would fit. I added a lead foil strap to the helmet and a open holster from a DML figure kit. When complete the figure was painted using the same techniques as Calvin Tan. [See his website for more information.](#)



Once the base is completely dry it is painted flat black.



Static Grass Flock is now applied with white glue. The color of the grass you use does not matter because you will be painting it. Just add a small section to the base at a time. Once it is dry brush off the excess that does not adhere with a old tooth brush.

I wanted to have vegetation that looked different than the static grass and cover a large area. For this I used the pencil shavings from a electric pencil sharpener. I used white glue to attached the shavings. They were added to the upper slope and mixed in other places as well. Its was all glued down with white glue



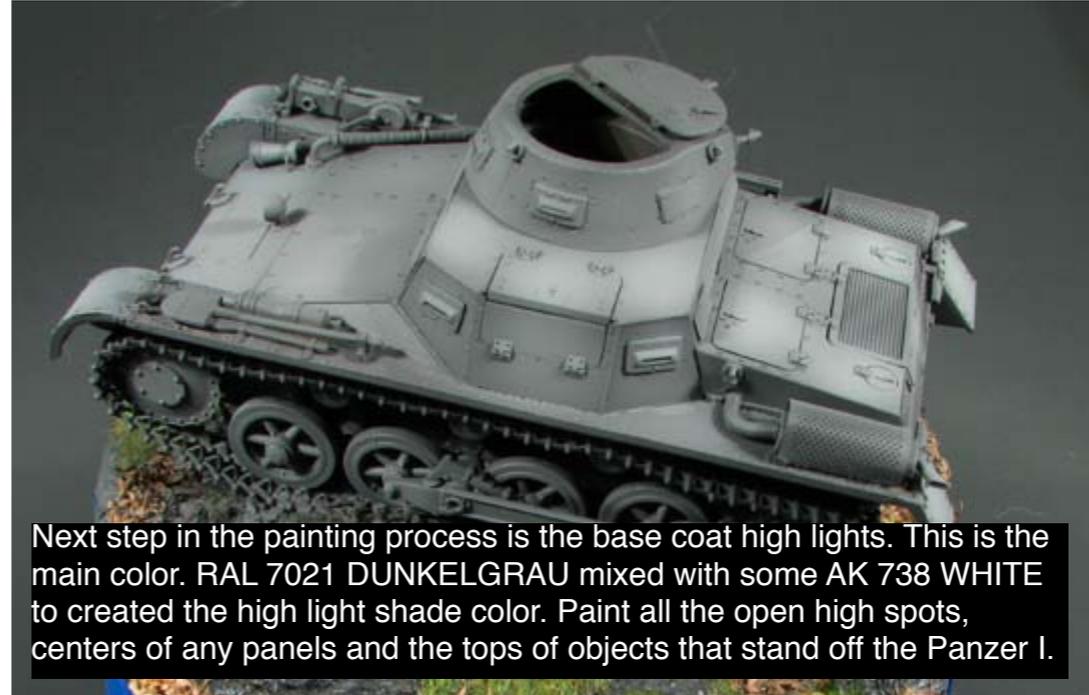
White glue is used to attach the model to the base now.



When the shavings from a electric pencil sharpener are dry the excess is brushed off with a tooth brush.



The first step in the painting process is the base coat. This is the base color. RAL 7021 DUNKELGRAU is used. Paint the entire Panzer I this base color.



Next step in the painting process is the base coat high lights. This is the main color. RAL 7021 DUNKELGRAU mixed with some AK 738 WHITE to created the high light shade color. Paint all the open high spots, centers of any panels and the tops of objects that stand off the Panzer I.



AK789 BURNT UMBER is air brushed on the ground soil areas of the base.



AK736 SPANISH GREEN ACRYLIC COLOR is air brushed on the grass areas of the base next.



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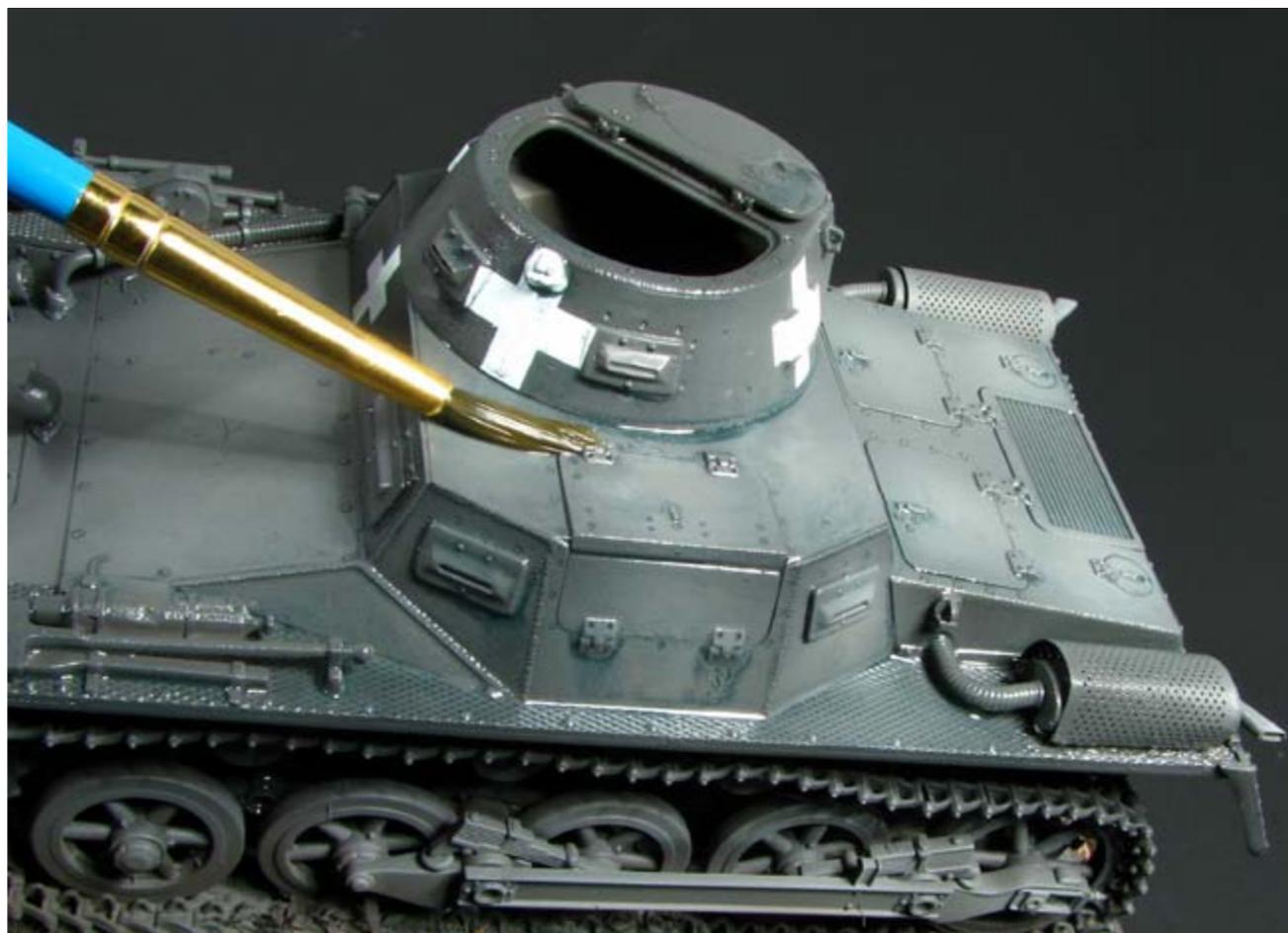
The model is now given a AK777 GLOSSY VARNISH coat only in the areas that the decals will be applied. Micro Sol was used to flatten the decals down. I used the decals from my spares left from other kits. When dry, spray the tank with AK775 MATTE VARNISH allow to dry for about 2 days. A flat finish is very important to my Step-by-Step finishing.



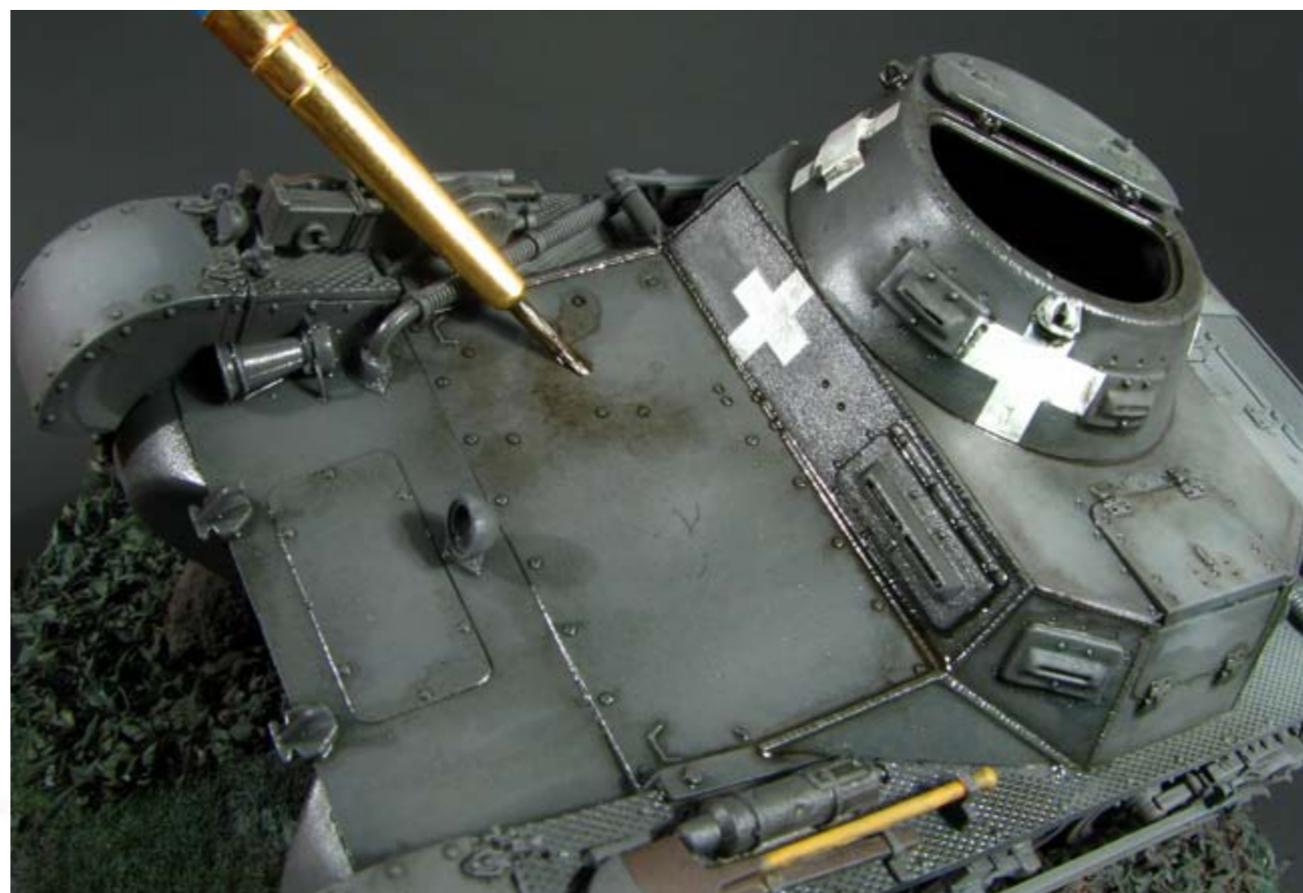
Next step in the painting process are the tools and equipment. I paint all tools and equipment on the tank before final weathering. In painting these items study the way metal and wood looks in real life and add the colors into your paint to really get a good contrasting look and make sure you use various colors and shade as you can in each item. Most important don't paint items just one color or shade. I use acrylic paint but any paint you are comfortable with will work. The metal items are painted in shades of black, they will be treated with a metallic and rust finish later.



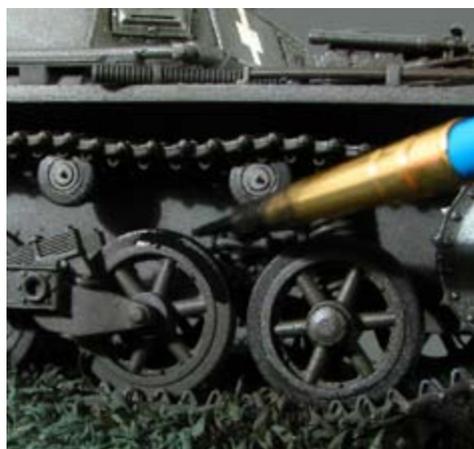
Next step is the wash. AK070 WASH FOR PANZER GREY. A good color to give contrast to details and panels on armor painted with Panzer Grey. Just mix well and use a brush to apply details, rivets, panels, care should be taken to overdo this...be subtle.



Next step is the 2nd wash. AK045 DARK WASH FOR GREEN VEHICLES. Washes are very different from streaking effects. They are much more diluted and bring out the details on our model. It is nice to use not having to make your own wash. Just shake well before use and you can apply it directly to your model to create contrast and depth in the details. This is an enamel product and can be thinned using AK049 ODORLESS THINNER.



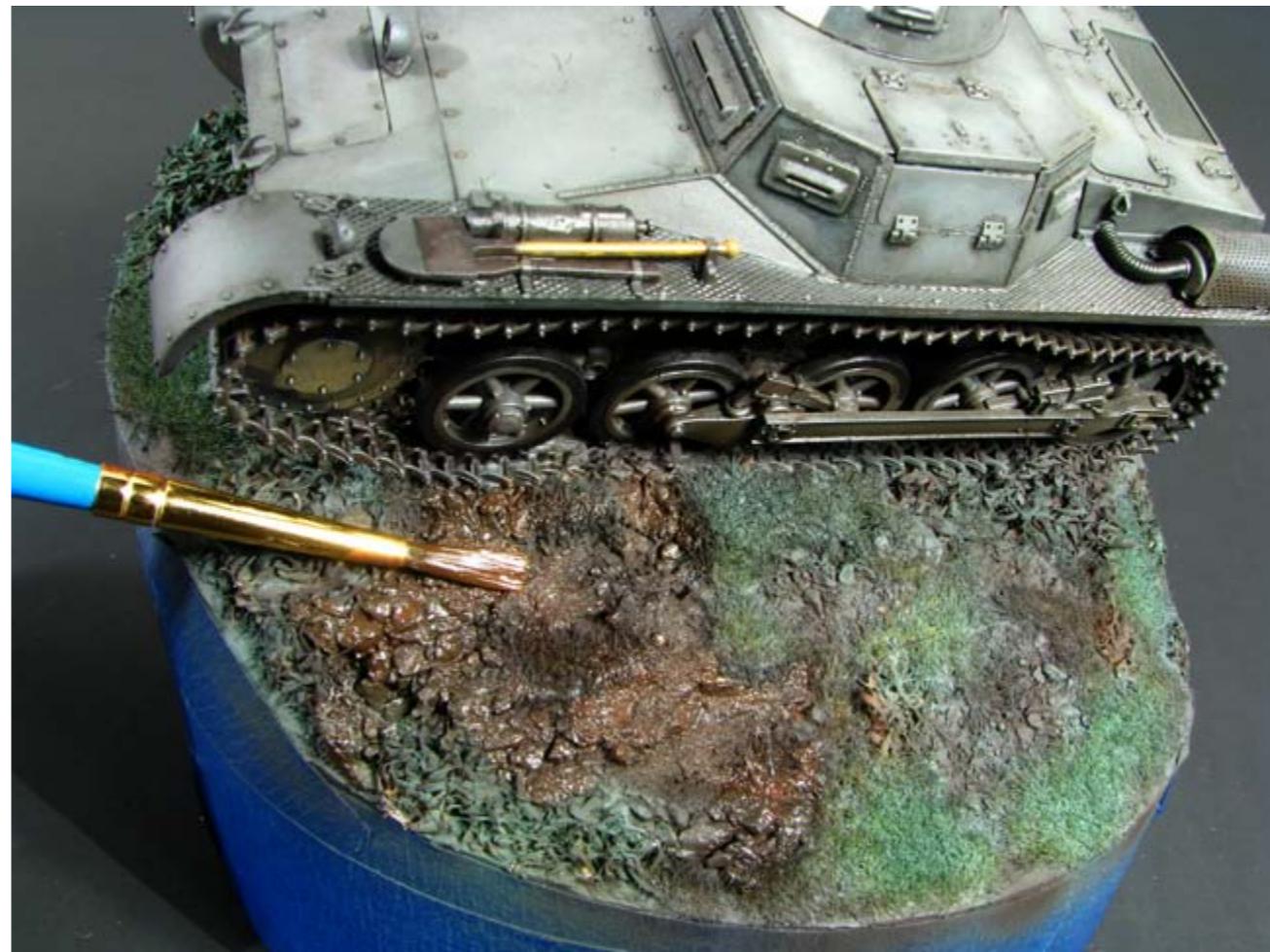
Next the road wheels are given a thin wash of AK711 CHIPPING COLOR paint thinned with acrylic thinner. The wash works well because stark black rubber is not realistic. Let wash flow all around the road wheels in the same manner.



AK023 DARK MUD EFFECT  
Was applied to the ground  
areas of the base. Do not  
add this to the grass areas.



AK017 Earth Effects was  
used to make natural earth.  
It was applied to the ground  
areas of the base. It was  
added after the Dark Mud  
effects dried. Do not apply  
to the grass. It was also  
applied to the lower part  
of the tank, wheels and  
tracks.



AK046 LIGHT RUST WASH  
in the AK Interactive range  
was used to represent rust on  
the mufflers and accessories.  
It has a light rusty color, which  
stands out really well on dark  
colors giving a great realistic  
matt finish.



The grass and pencil shavings are high-lighted with yellow oil paint. Just use a very small amount of yellow and add more if needed. Just touch the ends of the grass only.



Next the entire groundwork is high-lighted with basic earth. Just use a very small amount of oil paint on your brush. Just touch the ends of the grass and earth areas.

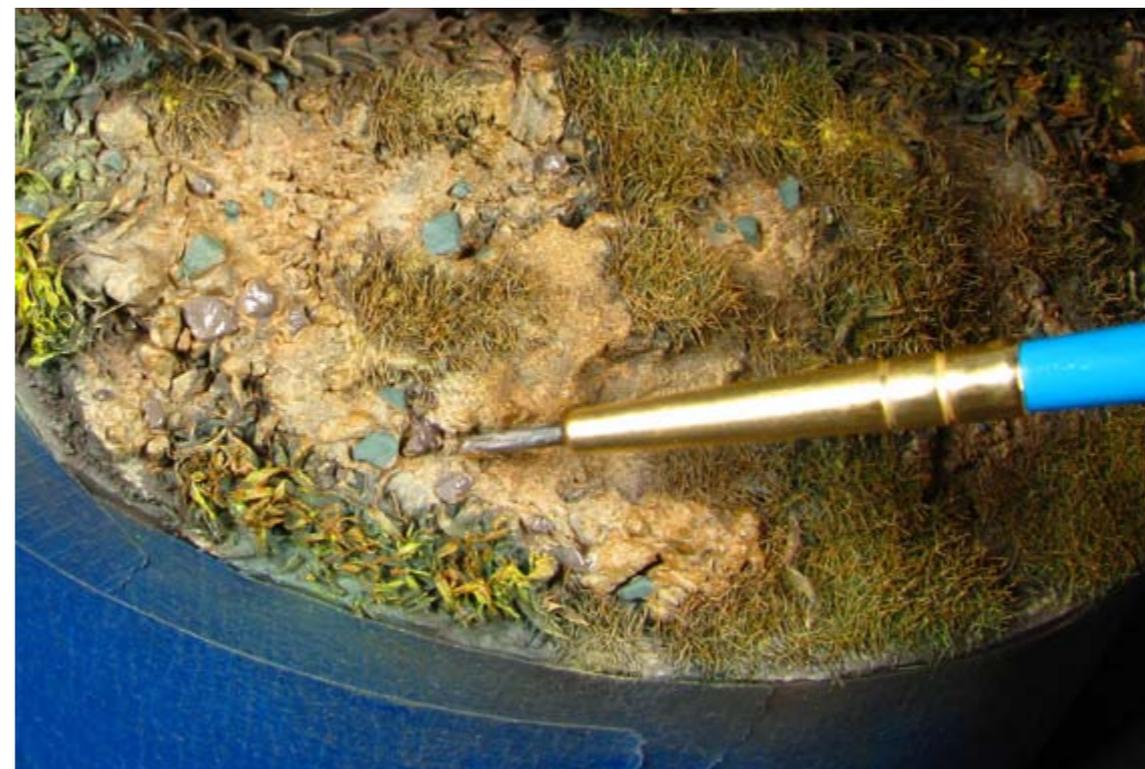
This blends the entire scene together.



Vegetation being high-lighted with basic earth. Just use a very small amount of oil paint on your brush. Just touch the ends. This gives the vegetation a look of dead drying leaves on the tips of it and adds contrast and realism.



Paint some of the small stones with various earth shaded last.



Next step is metal accents  
I use a no. 2 graphite pencil to add  
the metal accents to the raised  
parts of the tracks. I also add this  
to the areas you can see on the  
drive sprocket teeth.



The pencil is also used on the metal areas.  
The MG 34 machine guns are painted flat  
black the highlighted with pencil lead. Just  
highlight the edges of the shovel and tools but  
not the entire metal area.



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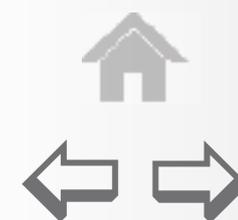
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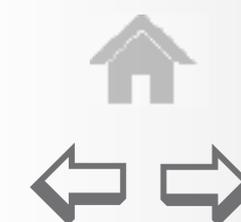
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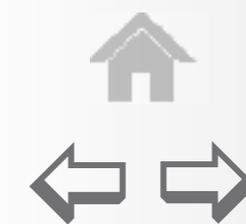
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